

**Amendments to the Claims:**

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game machine comprising:  
  
an optical disk in which is included synchronization data for synchronizing with at least one of sound data and image data, within at least one of the sound data and image data, wherein the sound and/or image data includes delimiters spaced at regular intervals;  
  
reproduction means for reproducing at least one of a sound and an image, based on at least one of the sound data and the image data accessed from the optical disk; and  
  
processing means for executing given processing in synchronization with at least one of sounds and images to be reproduced by reproduction means, based on synchronization data accessed from the optical disk, including switching a displayed image when synchronization data indicates that a sound delimiter is read and/or ~~for~~ switching a sound when synchronization data indicates that a video delimiter is read, to avoid slippage between sound and image data.
2. (Original) The game machine as defined in claim 1, wherein at least one item of the synchronization data is included within a range of data that is capable of being accessed simultaneously.
3. (Original) The game machine as defined in claim 1,  
  
wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.
4. (Original) The game machine as defined in claim 2,

wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.

5. (Previously Presented) The game machine as defined in claim 1, further comprising a display section for displaying a game image wherein the processing means performs image generation processing on a game image to be displayed on the display section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

6. (Previously Presented) The game machine as defined in claim 4, further comprising a display section for displaying a game image wherein the processing means performs image generation processing on a game image to be displayed on the display section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

7. (Previously Presented) The game machine as defined in claim 1, further comprising a game controller for inputting an operation by a player,  
wherein the processing means performs processing for output to the game controller, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

8. (Previously Presented) The game machine as defined in claim 4, further comprising a game controller for inputting an operation by a player,  
wherein the processing means performs processing for output to the game controller, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

9. (Original) The game machine as defined in claim 1, further comprising at least one of a player platform on which a player rides and a seat on which a player sits,

wherein the processing means performs processing for output to at least one of the player platform and the seat, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

10. (Original) The game machine as defined in claim 4, further comprising at least one of a player platform on which a player rides and a seat on which a player sits,

wherein the processing means performs processing for output to at least one of the player platform and the seat, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

11. (Original) The game machine as defined in claim 1, further comprising an optical signal output section,

wherein the processing means performs processing for output an optical signal to the optical signal output section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

12. (Original) The game machine as defined in claim 4, further comprising an optical signal output section,

wherein the processing means performs processing for output an optical signal to the optical signal output section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

13-15. (Canceled)

16. (Previously Presented) An information storage medium for reading data from an optical disk in which is included synchronization data for synchronizing with at least one of sound data and image data, within at least one of the sound data and image data, wherein

the sound and/or image data includes delimiters spaced at regular intervals, and performing given processing, the information storage medium comprising:

information for reproducing at least one of a sound and an image, based on at least one of the sound data and the image data accessed from the optical disk; and

information for executing given processing in synchronization with at least one of sounds and images to be reproduced by reproduction means, based on synchronization data accessed from the optical disk, for switching a displayed image when synchronization data indicates that a sound delimiter is read, and/or for switching a sound when synchronization data indicates that a video delimiter is read, to avoid slippage between sound and image data .

17. (Original) The information storage medium as defined in claim 16, wherein at least one item of the synchronization data is included within a range of data that is capable of being accessed simultaneously.

18. (Original) The information storage medium as defined in claim 16, wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.

19. (Previously Presented) A musical tone reproduction device comprising:  
an optical disk in which is included synchronization data for synchronizing with sound data, within the sound data, wherein the sound data includes delimiters spaced at regular intervals;

image data storage means in which is included image data that includes delimiters spaced at regular intervals;

reproduction means for reproducing a tune, based on the sound data accessed from the optical disk; and

image reproduction means for synchronizing with the tune to be reproduced based on the synchronization data accessed from the optical disk, and for performing reproduction processing on an image that is stored in the image data storage means, when the synchronization data indicates that a sound delimiter is read including when slippage has occurred between sound and image data, and for performing reproduction processing on an image that is stored in the image data storage means.

20. (Original) The musical tone reproduction device as defined in claim 19, wherein at least one item of the synchronization data is included within a range of data that is capable of being accessed simultaneously.

21. (Original) The musical tone reproduction device as defined in claim 19, wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.

22. (Previously Presented) An information storage medium for reading data from an optical disk in which is comprised synchronization data for synchronizing with sound data, within the sound data, and performing given processing, wherein the sound and/or image data includes delimiters spaced at regular intervals, and performing given processing, the information storage medium comprising:

information for reproducing a tune, based on the sound data accessed from the optical disk; and

information for synchronizing with a tune to be reproduced by the reproduction means, based on the synchronization data accessed from the optical disk, and performing image reproduction processing for switching a displayed image when synchronization data indicates that a sound delimiter is read, and/or for switching a sound

when synchronization data indicates that a video delimiter is read, to avoid slippage between sound and image data.

23. (Original) The information storage medium as defined in claim 22, wherein at least one item of the synchronization data is included within a range of data that is capable of being accessed simultaneously.

24. (Original) The information storage medium as defined in claim 22, wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.

25. (Previously Presented) A method for reading data from an optical disk in which is included synchronization data for synchronizing with at least one of sound data and image data, within at least one of the sound data and image data, wherein the sound and/or image data includes delimiters spaced at regular intervals, the method comprising steps of:

reproducing at least one of a sound and an image, based on at least one of the sound data and the image data accessed from the optical disk;

executing given processing in synchronization with at least one of sounds and images to be reproduced by reproduction means, based on synchronization data accessed from the optical disk; and

switching a displayed image when synchronization data indicates that a sound delimiter is read, and/or for switching a sound when synchronization data indicates that a video delimiter is read, to avoid slippage between sound and image data.

26. (Previously Presented) The method for reading data from an optical disk as defined in claim 25, wherein at least one item of the synchronization data is included within a range of data that is capable of being accessed simultaneously.

27. (Previously Presented) The method as defined in claim 25, wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.

28. (Previously Presented) The method as defined in claim 26, wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.

29. (Previously Presented) The method as defined in claim 25, wherein the given processing comprises image generation processing on a game image to be displayed on a display section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

30. (Previously Presented) The method as defined in claim 28, wherein the given processing comprises image generation processing on a game image to be displayed on a display section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

31. (Previously Presented) The method as defined in claim 25, wherein the given processing comprises processing for output to a controller for inputting an operation by a player, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

32. (Previously Presented) The method as defined in claim 28, wherein the given processing comprises processing for output to a controller for inputting an operation by a player, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

33. (Previously Presented) The method as defined in claim 25, wherein the given processing comprises processing for output to at least one of the player platform on which a player rides and a seat on which a player sits and the seat, in synchronization with at least one

of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

34. (Previously Presented) The method as defined in claim 28, wherein the given processing comprises processing for output to at least one of the player platform on which a player rides and a seat on which a player sits and the seat, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

35. (Previously Presented) The method as defined in claim 25, wherein the given processing comprises processing for output an optical signal to an optical signal output section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

36. (Previously Presented) The method as defined in claim 28, wherein the given processing comprises processing for output an optical signal to an optical signal output section, in synchronization with at least one of a sound and the image reproduced by the reproduction means, based on synchronization data of the optical disk.

37. (Previously Presented) The game machine of claim 1, wherein the range of data is sound data regarding a tune and the synchronization data capable of being read simultaneously therewith corresponds to a position of a next to be reproduced tune.

38. (Previously Presented) The method of claim 25, wherein the range of data is sound data regarding a tune and the synchronization data capable of being read simultaneously therewith corresponds to a position of a next to be reproduced tune.